COMMODORE
ANNOUNCES THE
THIRD GENERATION
GAME MACHINE:

A TRUE COMPUTER
AND MUSIC SYNTHESIZER
THAT WILL OUT-ZONK, OUT-ZAP,
OUT-SING, OUT-THINK, OUT-PROGRAM,
OUT-TEACH, AND OUT-SELL
THE COMPETITION.

commodore
MAX
MACHINE
CONTROL
RESTORE
RUN STOP
SHIFT LOCK
RETURN
SHIFT
CLR HOME
INST DEL
F1 F2
F3 F4
F5 F6
F7 F8

INTRODUCING THE COMMODORE MAX MACHINE.™

From here on in, all video games can be divided into two categories: the Commodore Max Machine and all the others.

What's so special about the Commodore Max?

IT'S A TRUE COMPUTER.

Unlike other game machines, the Max Machine is a programmable computer. It can be used for simple record-keeping, filing, even for programming your own games, all of which can be stored in a Commodore Datassette Recorder.

Don't know how to program a computer, you say?

The Max will teach you, simply and comprehensively.

As computers are fast becoming the standard means of worldwide communication, a working knowledge of programming is essential. No one offers an easier introduction to this world than the Max.

IT'S THE ULTIMATE GAME MACHINE.

The very same challenge, sound, graphics, and colors that make arcade games so popular are now available in your home through the Commodore Max.

As a matter of fact, you'll find the very same games found in the arcades: GORF, OMEGA RACE, and WIZARD OF WOR, to name just a few names.

IT'S A MUSIC SYNTHESIZER.

Instead of a few measly boings and beeps, the Max contains the sound of a $500 music synthesizer. You can compose your own music by recreating the sounds of real musical instruments (harpsichord, trumpet, piano, drum, organ, violin, cymbal), as well as the sounds of instruments not yet known to mankind. Or womankind, for that matter.

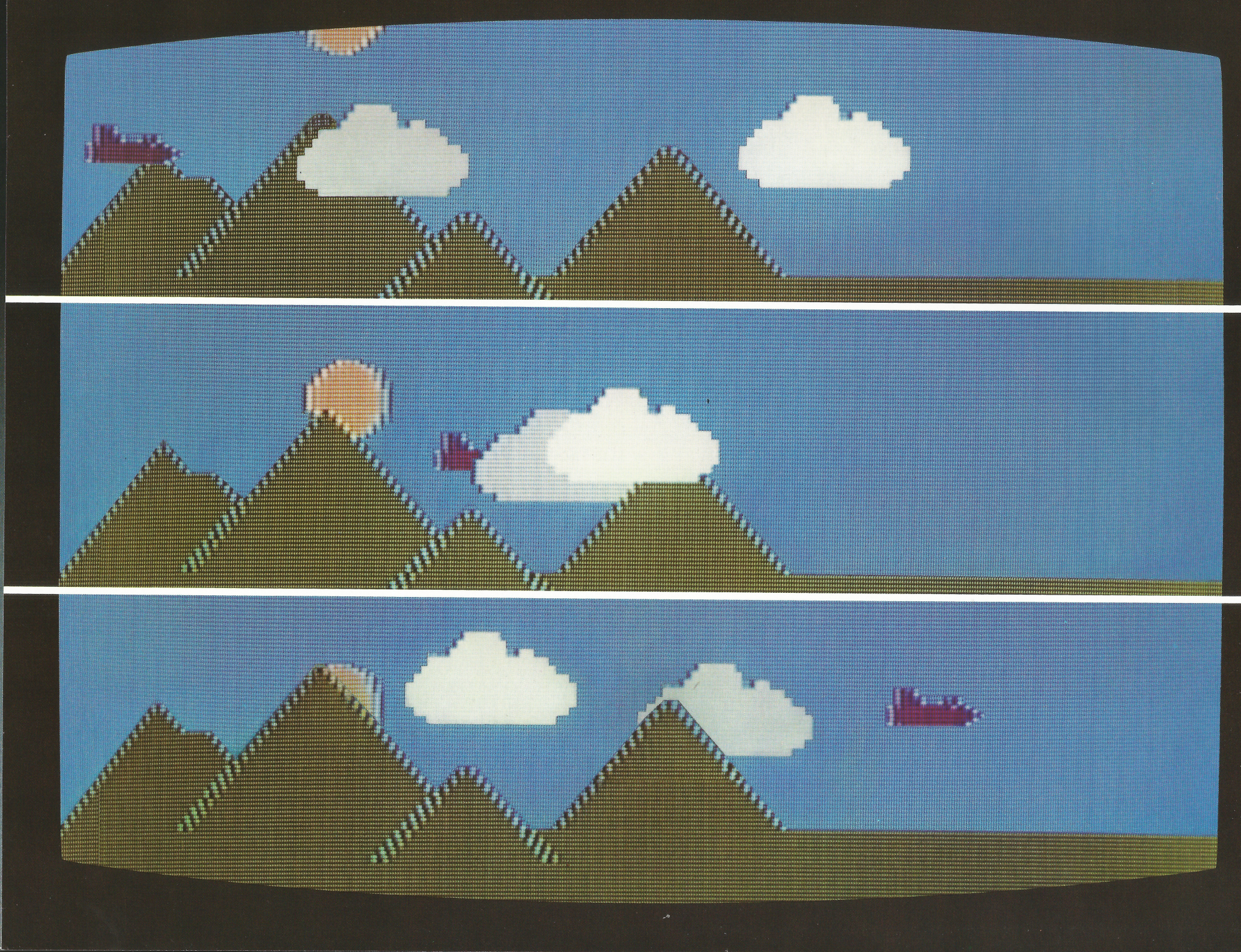
The musical capabilities of the Max are so unique, we could write a whole chapter on them (which we did, and you can read it a few pages ahead).

ALL THIS FOR UNDER $200.

Why not?

Amazing value is typical of any Commodore computer. The reason is we don't have to buy anyone else's technology. We develop our own, make our own chips (the heart of a computer), and pass the savings along to you.

In the late 1400s, Gabriel Biel said, "You get what you pay for." In 1982, Commodore says that to get it, you don't have to pay more.



THE WORLD OF VIDEO GAMES IS NO LONGER FLAT.

You are about to enter another dimension. A dimension of 3D sight. 3D sound. 3D color.

COMMODORE SPRITE GRAPHICS.

With other video machines, you plug in their cartridge which locks you into their graphics, their colors and their games. The Commodore Max, however, being not only a game machine but a true computer as well, encourages you to use your imagination.

With Sprite graphics, the choice is yours. Our Sprite Graphics Display chip is what makes it possible for you to make up your own games. Experiment with 255 possible border/background color combinations.

Dazzle yourself with not 8 colors (which the competition offers), but 16 colors which can be used simultaneously.

You also have the option of creating 8 independently movable display objects.

Like the excitement of a good crash? Collision detectors will tell when one object hits another. You can even control objects by moving them in front of or behind each other. (Giving you the ability to literally run circles around the competition.)

THE SOUNDS OF MUSIC SYNTHESIS.

Think the video capabilities are exciting? You ain't heard nothing yet. At least not until you've hooked the Max up to your hi-fi speakers and heard the effects of our music synthesizer through your own sound system.

Comparing the sound of the Max to the competition is like comparing a kazoo to a symphony orchestra. (If you happen to love the kazoo, don't worry. We can play that as well.)

However, sound isn't the only incomparable feature of the Max:

Feature	COMMODORE MAX	ATARI VCS	INTELLIVISION
Video Game Options:			
Cartridge Games	Yes	Yes	Yes
Joysticks	Yes	Yes	No
Paddles	Yes	Yes	Yes
Lightpen	Yes	No	No
Home Computer Option:			
Keyboard (Included)	Yes	No	No
Programmable	Yes	No	No
BASIC Cartridge	Yes	No	No
Cassette Storage	Yes	No	No
Music Synthesizer:			
Sound Generator	Yes	Yes	Yes
Polyphonic Tones	Yes	Yes	No
Music Synthesizer Cartridge	Yes	No	No
Hi-Fi Audio Output	Yes	No	No

Preliminary release information. Specifications subject to change.

SC00410
HI00220
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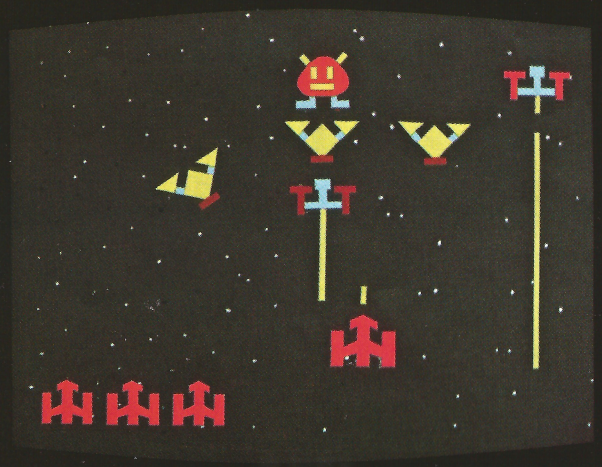
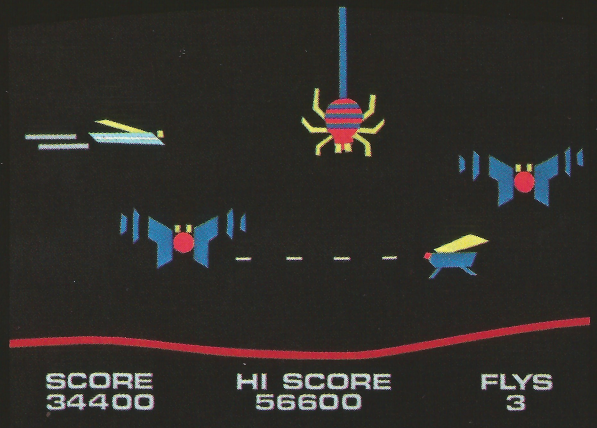
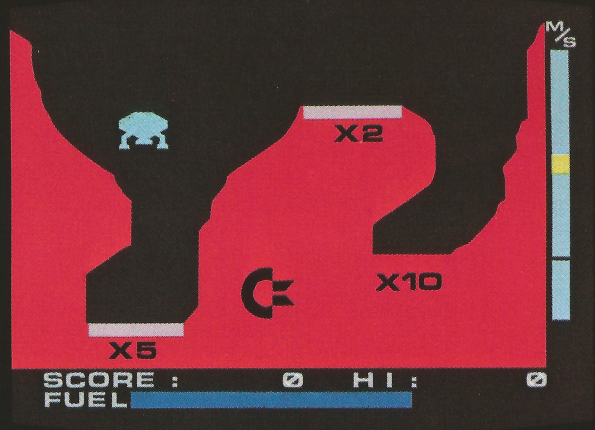


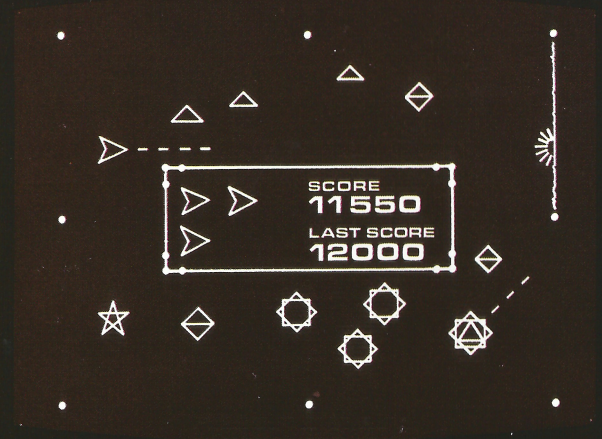
GORF



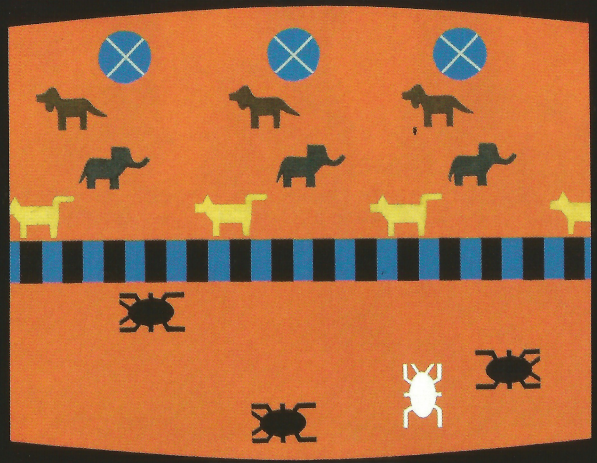
SPIDERS OF MARS



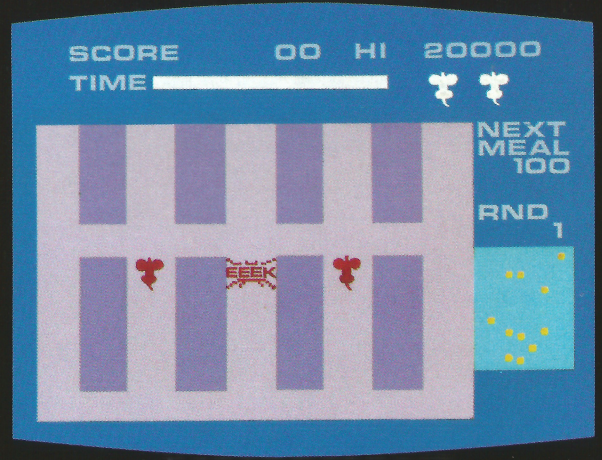
JUPITER LANDER



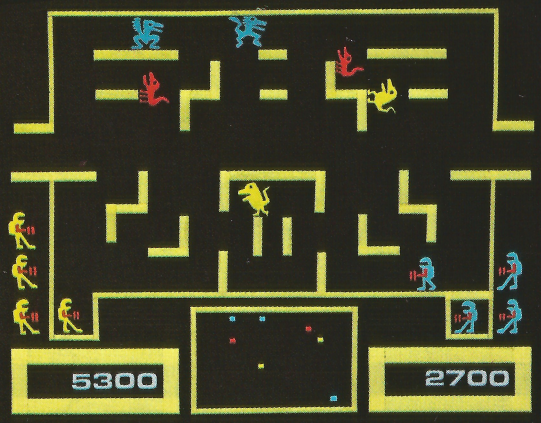
OMEGA RACE



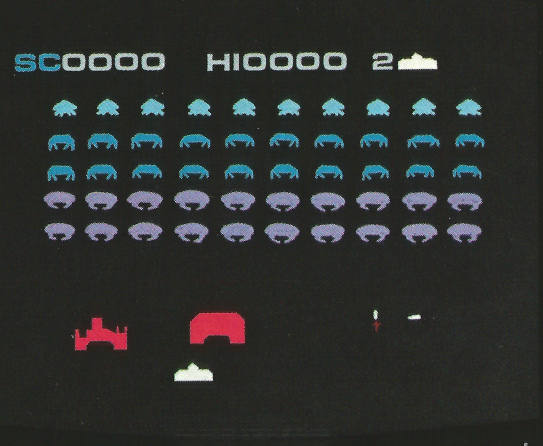
MENAGERIE



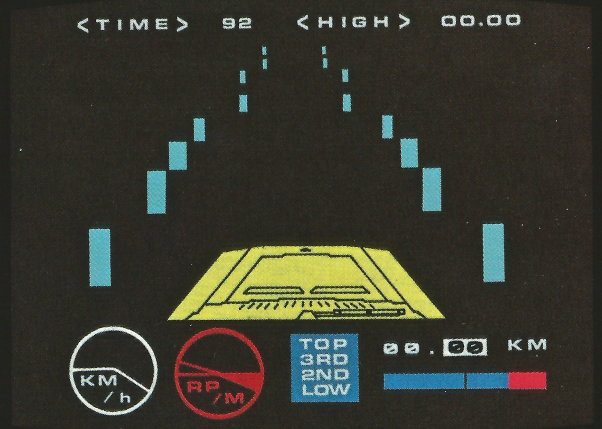
RADAR RAT RACE



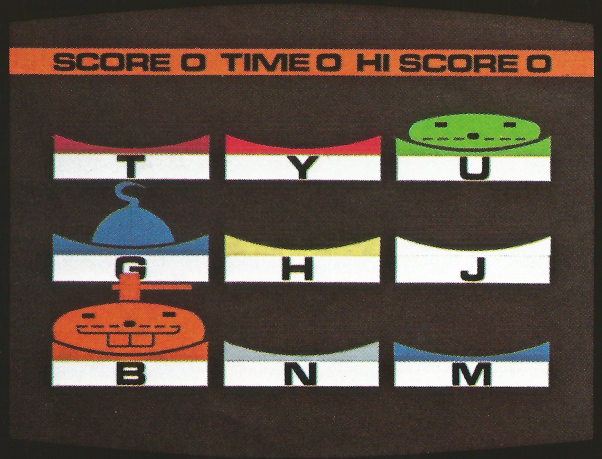
WIZARD OF WOR



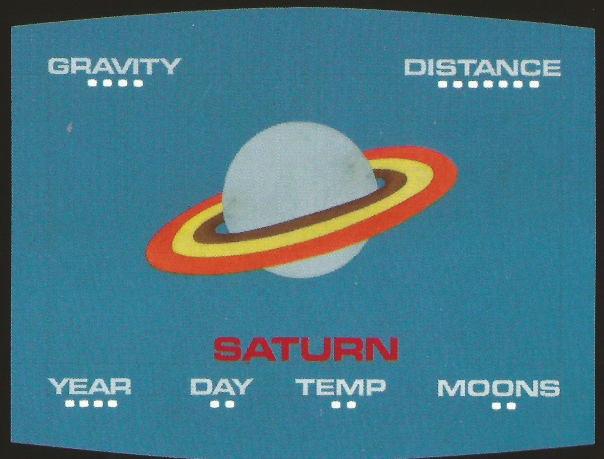
AVENGER



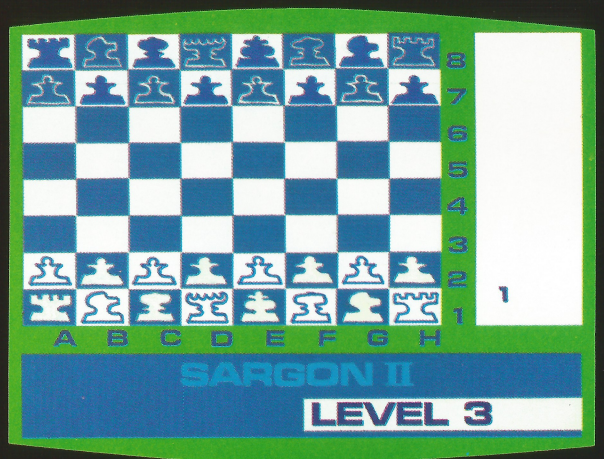
MIDNIGHT DRIVE



MOLE ATTACK



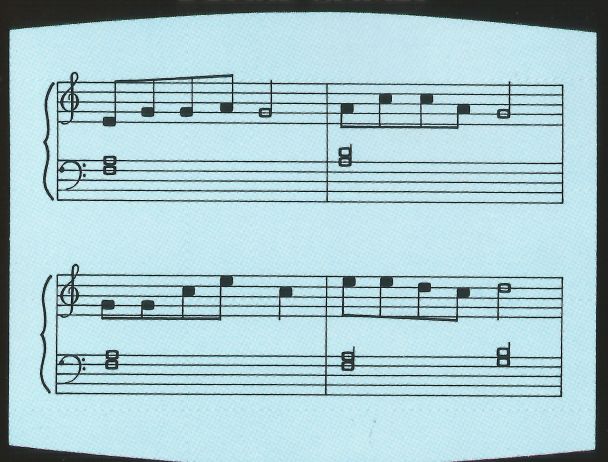
VISIBLE SOLAR SYSTEM



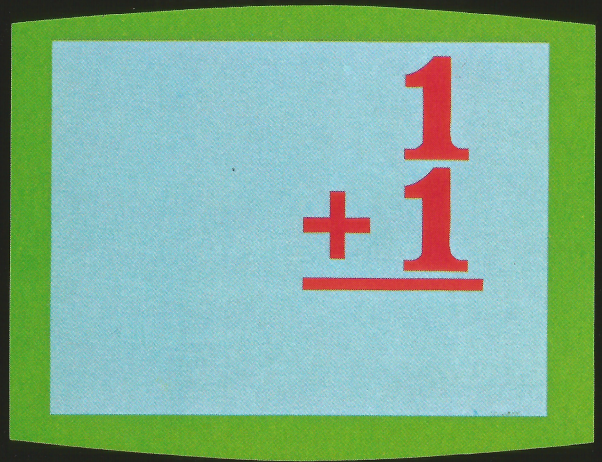
BOARD GAMES

HOME BABYSITTER

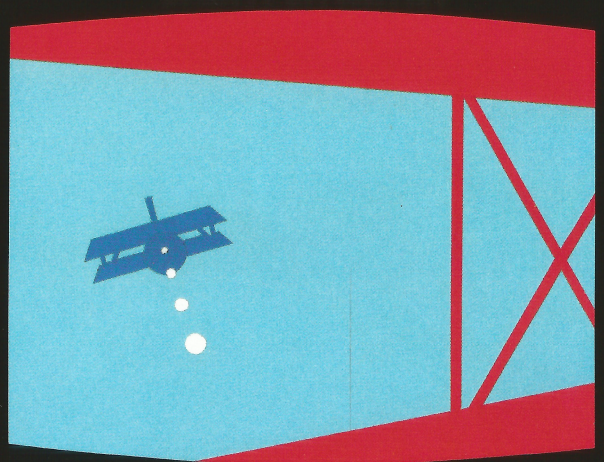
LIGHTPEN ARTIST



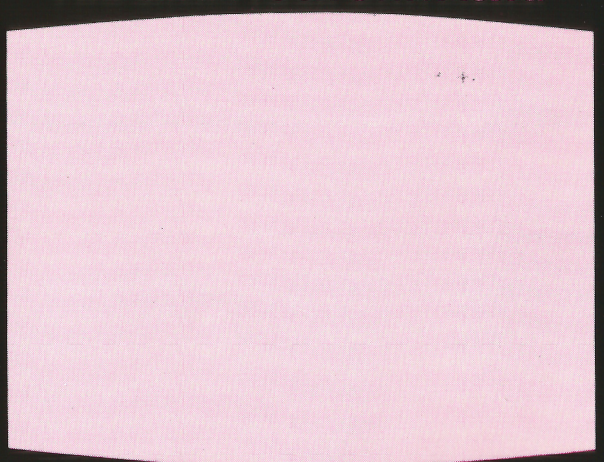
PROGRAM YOUR OWN MUSIC.



MATH TEACHER



ACE OF ACES



PROGRAM YOUR OWN GAMES.

WHY YOUR KIDS WILL START HANGING OUT AT HOME.

"You're wasting your money."
"You're in with a bad crowd."
"Your homework is more important."

Let's face it. These three popular guilt-provoking reasons for pulling kids out of arcades don't usually work. One look at the Commodore Max should.

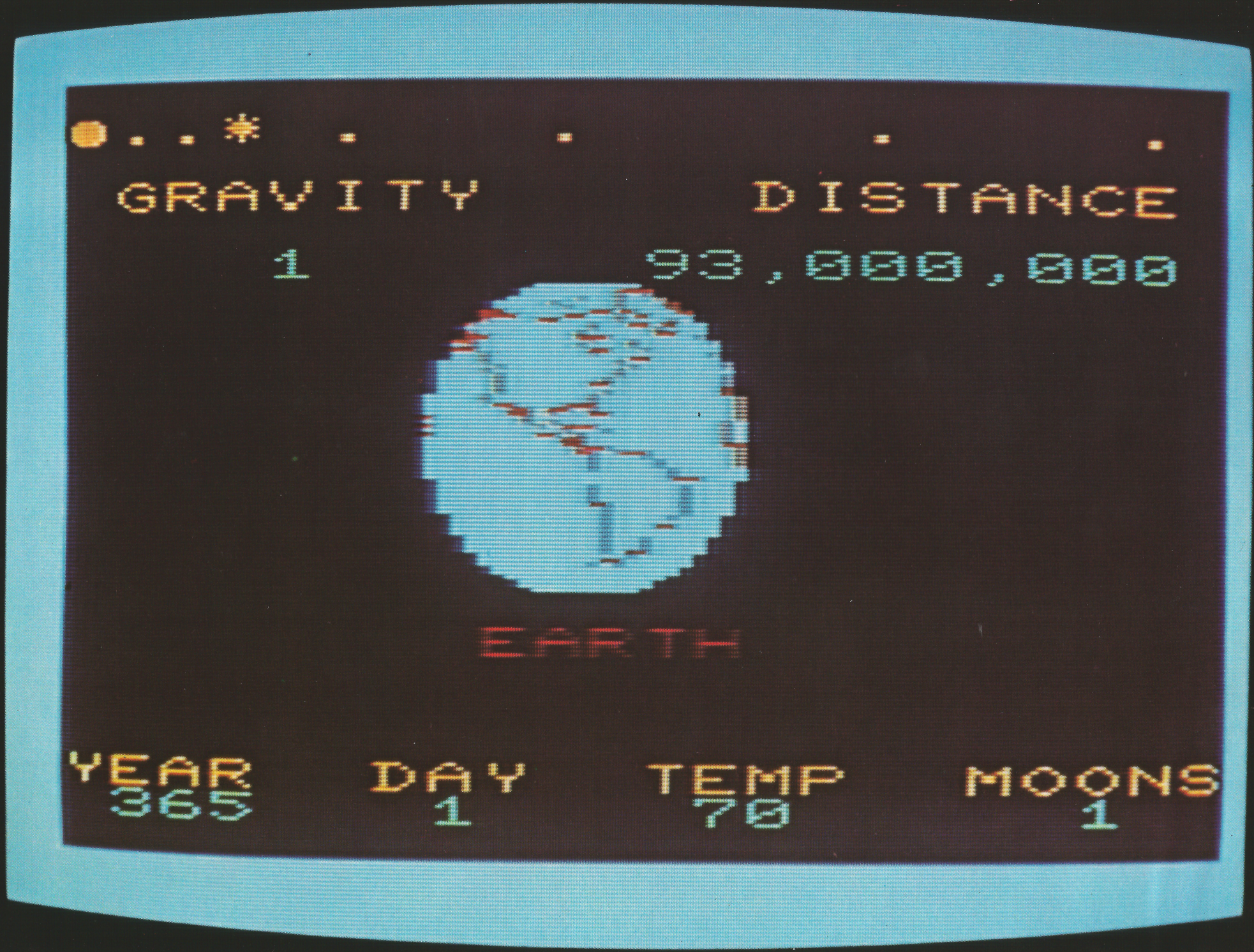
The reasons are quite simple. At worst, the Commodore game cartridges rival the arcade games. And, at best, beat them flat out.

GORF, OMEGA RACE, WIZARD OF WOR, KICK-MAN are just a few of the exciting names you can drop into the Max. (In fact, the Max Machine unfolds a whole new world of video challenges as one look at our games fold-out should tell you.)

And unlike other video games which tend to disappoint you when you get them home, Commodore's graphics resolution, colors, sounds, challenge level, and ease of controls (joysticks, paddles, keyboard) are just as exciting on the home screen.

Kids too young to reach the coin slot on arcade games can enjoy games like Mole Attack from our Children's Fun Series, and painless learning through our Home Babysitter Series of education games. (There's even a computerized "Mr. Potato Head.")

However, judging by the number of adults seen going in and out of the arcades unaccompanied by children, you obviously don't have to be under 18 to fully appreciate the Max.


GRAVITY
1
DISTANCE
93,000,000
EARTH
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365
DAY
1
TEMP
70
MOONS
1

FOR UNDER $30, YOU CAN SEND YOUR KIDS TO PRIVATE SCHOOL.

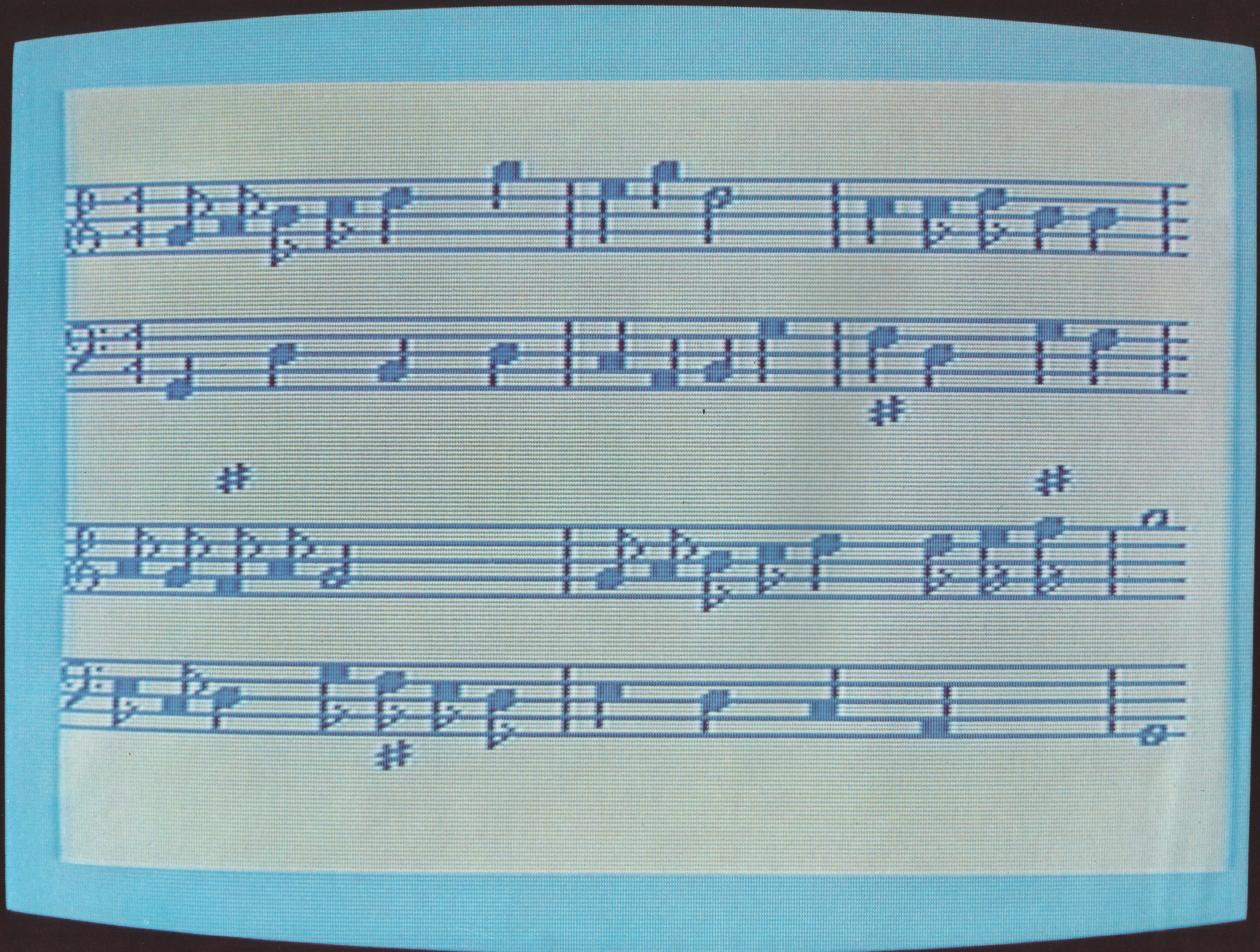
No yearly tuition.
No blazers or pleated skirts to press.
No parent/teacher conferences.

The only prerequisite for the Commodore Max Machine's Children's Learning Series is $29.95 on down to $9.95 for each cartridge or cassette.

The game on the left, for example, the Visible Solar System, allows you to travel through the solar system, using the computer keyboard as a spaceship console to learn the vital statistics on all the planets. You can also launch a "probe" to the planet of your choice and obtain surface data.

The education series goes from pre-school (counting and alphabet games) to elementary grades (math improvement tutor) through high school (with games like the Visible Solar System).

So despite what most parents think, thanks to Commodore, it's now possible to study in front of the television. You just have to make sure it's tuned in to the right program.



FOR THE PRICE OF THE MAX MACHINE, YOU GET THE EQUIVALENT OF A $500 MUSIC SYNTHESIZER.

THE SOUNDS OF MUSIC.

We've taken the incredible versatility of a professional music synthesizer, put it into a microchip, and included it in each Max Machine.

The music circuit consists of 3 synthesizer voices with a 9-octave range which can be used independently or in conjunction with each other to create complex sounds.

With music cartridges, you can control the pitch, harmonic content and volume to recreate a wide range of musical instruments, as well as developing a unique sound of your own.

COMPOSE YOURSELF.

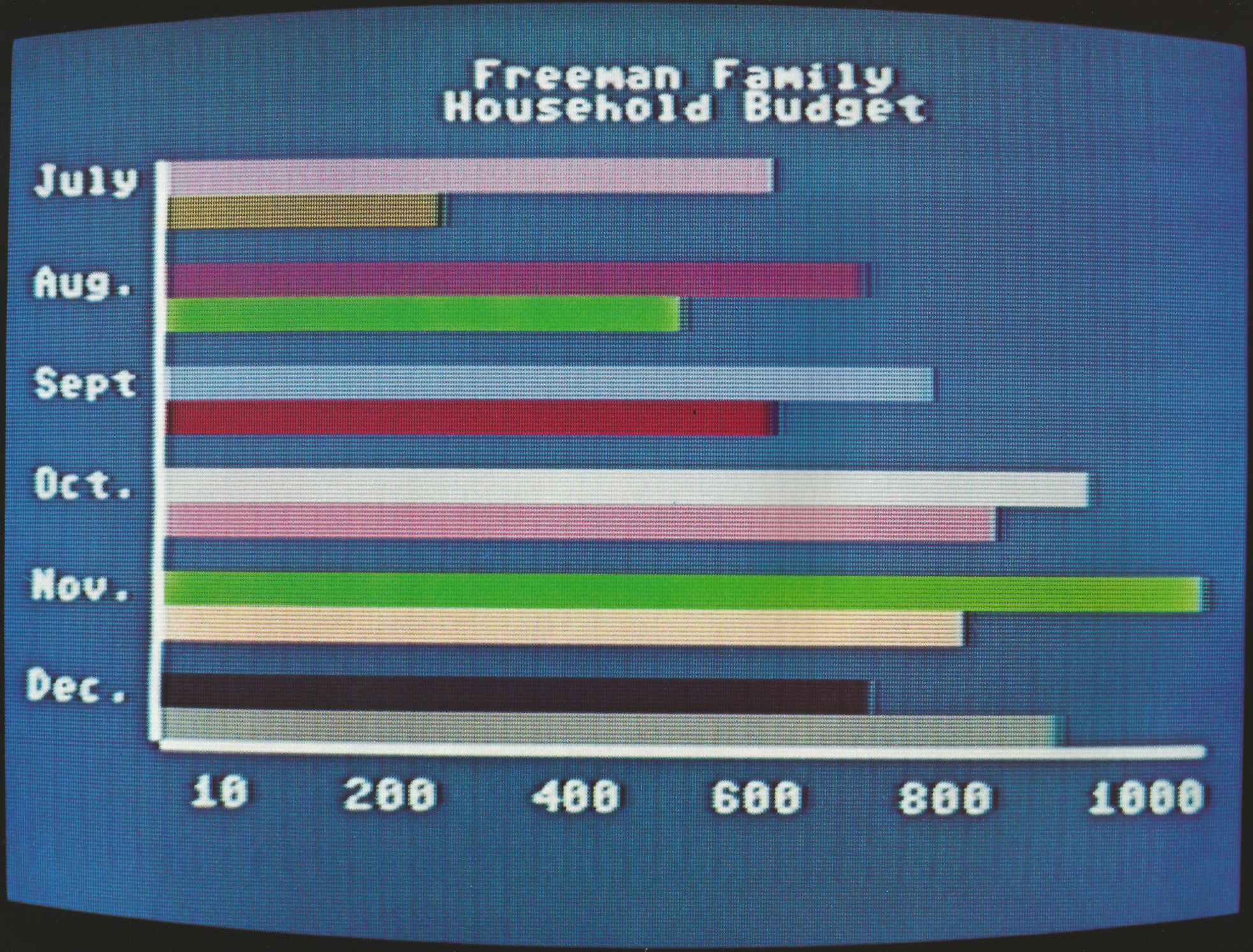
All those years of music lessons won't be wasted on the Max. Use a music cartridge and hook the Max up to a Commodore Datassette Recorder, compose your own music on the Max keyboard, and immortalize your great works on tape. If you'd like to improve the sound of your composition, just hook the Max up to your own hi-fi speakers. (The competition is flat by comparison.)

The Max is also noteworthy to those of you who love the idea of making music, but have no formal music background.

MAX THE MUSIC TUTOR.

One of the learning cartridges available for the Max is a Music Tutor. Just plug in the Music Tutor cartridge and accompany yourself on the Max console to learn what you're playing as you play. As you see on the left, the notes will appear on the screen as the tutor takes you, step by simple step, up and down the scales.

No video game out today can touch the 3D sound quality and versatility of the Max Machine. Because no other video game has the Max's built-in appreciation for music.


Freeman Family
Household Budget
July
Aug.
Sept
Oct.
Nov.
Dec.
10
200
400
600
800
1000

FROM GAME MACHINE TO COMPUTER WITH A FLICK OF THE WRIST.

Do you think any amount over $25 is too much money to spend on something just for kids to play with?

Well, consider the fact that the Commodore Max Machine is not a toy.

HOW TO TELL A REAL COMPUTER FROM A GAME MACHINE.

Does it have a built-in keyboard? (The Max does.) Can it speak the BASIC language of computers? (Max can.) Can a data storage device be attached? (Yup.) Can the user save and load programs? (Yup again.)

Next to the Max Machine, all other video games are just video games.

NEVER TOUCHED A COMPUTER? MAX WILL BE GENTLE.

Learning how to program a computer is a little like learning how to drive a stick shift: It takes a little practice.

You won't find a more patient teacher than the Max.

All you have to do is get a Max BASIC learning cartridge. With it comes a simple-to-follow, step-by-step guide to BASIC language (the language computers speak) and computer programming.

Just flick the cartridge into the Max console, open the manual, and let the Max take you through the simplicities of a home computer.

After you've seen how you can control color, sound and graphics, you can put them to practical use.

CONGRATULATIONS. YOU'RE A COMPUTER PROGRAMMER. NOW WHAT?

Unless you happen to run a major corporation out of your home, you don't need a big-business computer. What you can use is the Max's capabilities to develop charts, keep records, plan budgets and store lists. Children can use it as a tool for doing homework, or for avoiding homework, by making up their own games.

But let's say you can do your own budgets

with a pencil and paper. And your kids don't need any help with math. This brings up another question.

CAN ONE LIVE A FULL LIFE WITHOUT COMPUTERS?

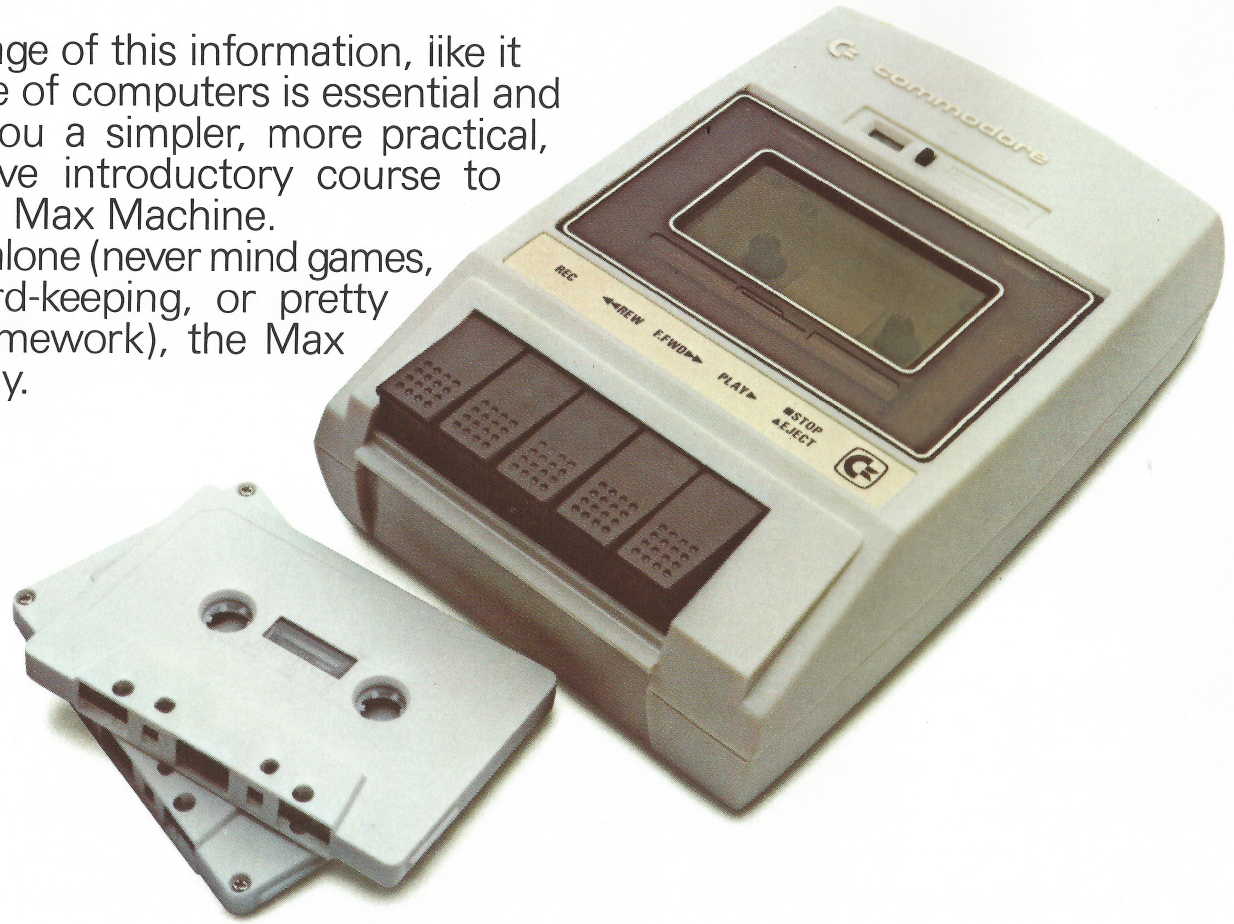
In Bora Bora, maybe.

But in a 9 to 5 world where we deal with banks, airlines, ready-cash machines, credit bureaus, supermarkets, etc., the answer is no.

The time will come, and soon, when every bit of information we need will be stored in computers.

To take advantage of this information, like it or not, a knowledge of computers is essential and nothing can give you a simpler, more practical, more comprehensive introductory course to computers than the Max Machine.

For this reason alone (never mind games, or music, or record-keeping, or pretty colors, or math homework), the Max is worth every penny.



HOW MUCH IS THE MAX MACHINE REALLY CAPABLE OF DOING? YOU TELL US.

We don't define the limits of the Max Machine. You do. That's the real beauty of it.

The Max is not just a game machine, not just a true computer, not just a music synthesizer. What it is with its cartridges is a combination of all three, giving you one of the most versatile home entertainment centers you can buy.

BEYOND THE HORIZON.

Computer technology is racing ahead and we don't plan to allow the Max to fall behind.

At this very moment, we're adding new games, designing new learning programs and working on ideas to further extend the versatility of the Max.

We've thought far enough ahead to realize that someday you may need a more complex computer than the Max, say the Commodore 64, for example.

With that in mind, we designed the Max cartridges to be compatible with the Commodore 64.

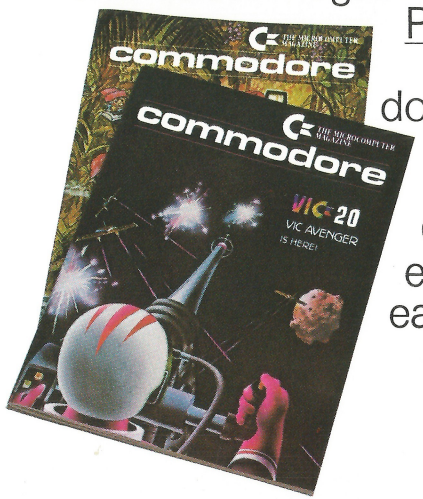
THINK COMMODORE IS TERRIFIC? JOIN THE CLUB.

Want to learn how to get the most out of your Max Machine?

Need programming advice?

Looking for a meaningful new friendship, object program swapping?

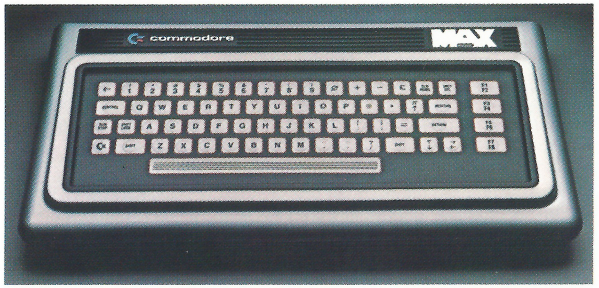
Then join the thousands of Commodore users, in clubs all over the world, who keep in touch through Commodore's two microcomputer enthusiast magazines: Commodore and the new Power Play.



Ask your nearest Commodore dealer where to write away for your subscription.

Or, better yet, buy a Commodore Max Machine. We enclose a subscription offer in each box.

YOU CAN GET A VIDEO GAME FOR $150. A MUSIC SYNTHESIZER FOR $500. A PERSONAL COMPUTER FOR $300. OR THE CAPABILITIES OF ALL THREE IN THE COMMODORE MAX MACHINE FOR UNDER $200.



OR, TO BE MORE SPECIFIC:

OVERALL FEATURES OF THE MAX.

66-key keyboard, including four programmable function keys, editing keys, cursor control, text color selection, and program controls.
Built-in RF modulator (channel 3 or 4).
Direct audio and video output.
Commodore Datassette Interface.
Cartridge Slot.
Dual Control Ports for two joysticks, four game paddles, or lightpen.

MAX MEMORY.

2K internal plus additional memory as per cartridge specifications.

MAX DISPLAY/GRAPHICS.

Text Display: 40 columns by 25 lines. 16 Simultaneous Text Colors.
Graphics: 320 by 200 Pixels (dots) Resolution. 255 Border/Background Color Combinations. 16 Simultaneous Colors. 8 Movable Sprites (expandable along horizontal and vertical axes).

MAX SOUND.

3 Independent Voices, 9 Octaves each. Programmable ADSR (Attack, Decay, Sustain, Release). Envelope Generator. Programmable Filter. Master Resonance & Master Volume Control.

MAX PERIPHERALS.

Datassette Recorder. Joystick. Paddle. Lightpen.

MAX MINI BASIC CARTRIDGE OPTION.

With the Mini BASIC cartridge, you can learn the language and start writing your own programs using simple BASIC commands. This BASIC, which is upward compatible with the BASIC on all Commodore systems, is capable of handling everything from word strings to math functions.
Its 9-digit numeric accuracy and math functions (ABS, INT, RND, SGN, SQR, etc.) allow you to write really useful programs.
You also have data handling commands, arrays, and color control (text, screen border and background).
Numeric error codes help to identify programming errors.
Other more advanced BASIC cartridges with additional commands and RAM capacity are planned.

Preliminary release information. Specifications subject to change.

commodore COMPUTER

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487 Devon Park Drive, Wayne, PA 19087

COMMODORE MAX MACHINE